

10

Fig. 1

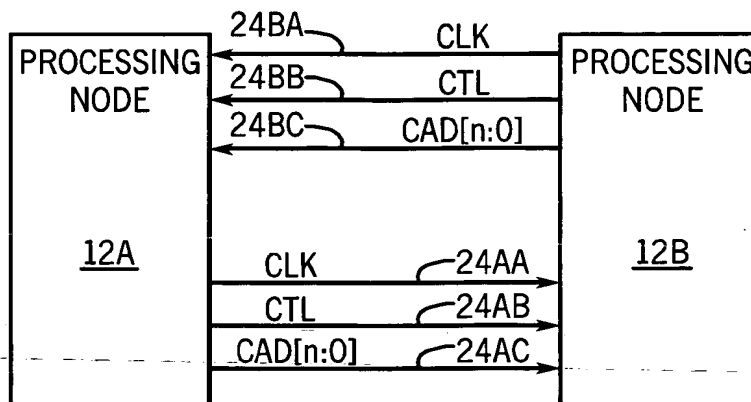


FIG. 2

Bit Time	7	6	5	4	3	2	1	0
0	RSV		CMD[5:0]					
1	RespData [1:0]		Response [1:0]		PostCmd Data[1:0]		PostCmd [1:0]	
2	RSV		Probe [1:0]		NonPost Data[1:0]		NonPost Cmd[1:0]	
3	RSV							

FIG. 18

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Bit Time	7	6	5	4	3	2	1	0
0			CMD[5:0]					
1								
2								
3								

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FIG. 3

Bit Time	7	6	5	4	3	2	1	0
0	Src Unit [1:0]		CMD[5:0]					
1	DestNode[2:0]		Dest Unit[1:0]		SrcNode[2:0]			
2				SrcTag[4:0]				
3	Addr[7:2]							
4	Addr[15:8]							
5	Addr[23:16]							
6	Addr[31:24]							
7	Addr[39:32]							

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FIG. 4

Bit Time	7	6	5	4	3	2	1	0
0	Src Unit [1:0]		CMD[5:0]					
1	DestNode[2:0]			Dest Unit[1:0]		SrcNode[2:0]		
2				SrcTag[4:0]				
3	Sh							

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FIG. 5

Bit Time	7	6	5	4	3	2	1	0
0	Data[7:0]							
1	Data[15:8]							
2	Data[23:16]							
3	Data[31:24]							
4	Data[39:32]							
5	Data[47:40]							
6	Data[55:48]							
7	Data[63:56]							

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FIG. 6

<u>CMD Code</u>	<u>VChan</u>	<u>Command</u>	<u>Packet Type</u>
000000	—	Nop	Info
000001	NPC	VicBlk	Request / Address / Data
000010	—	Reserved	—
000011	NPC	ValidateBlk	Request / Address
000100	NPC	RdBlk	Request / Address
000101	NPC	RdBlkS	Request / Address
000110	NPC	RdBlkMod	Request / Address
000111	NPC	ChangeToDirty	Request / Address
x01xxx	NPC or PC	Wr(Sized)	Request / Address / Data
01xxxx	NPC	Read(Sized)	Request / Address
100xxx	—	Reserved	—
110000	R	RdResponse	Response / Data
110001	R	ProbeResp	Response
110010	R	TgtStart	Response
110011	R	TgtDone	Response
110100	R	SrcDone	Response
110101	R	MemCancel	Response
11011x	—	Reserved	—
11100x	P	Probe	Request / Address
11101x	P	Broadcast	Request / Address
11110x	—	Reserved	—
111110	—	Reserved	—
111111	—	Sync	Info

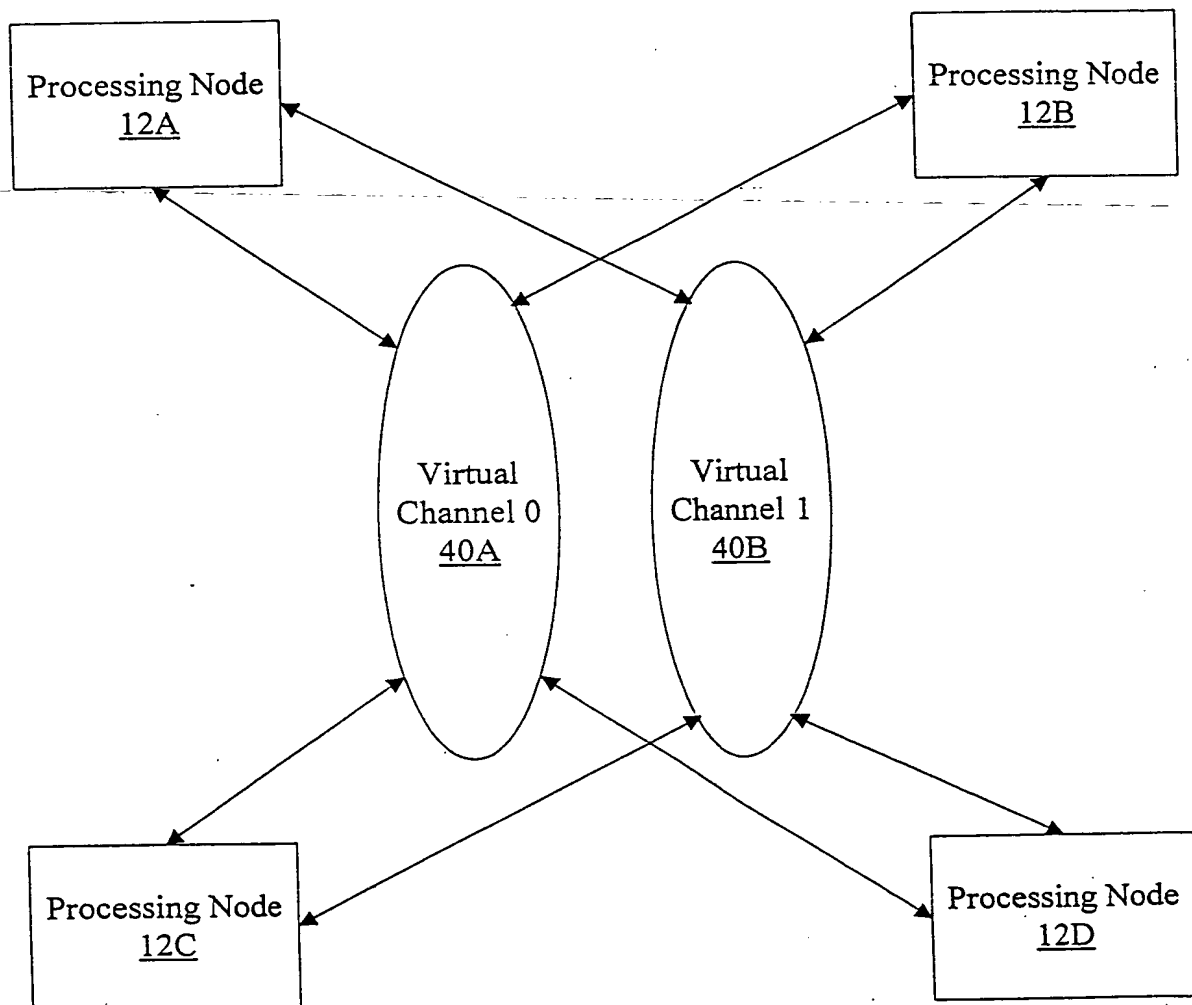


Fig. 8

Virtual Channels

<u>Virtual Channel</u>	<u>Applicable Links</u>
Posted Commands	Coherent and NonCoherent
Non-Posted Commands	Coherent and NonCoherent
Responses	Coherent and NonCoherent
Probes	Coherent Only

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Fig. 9

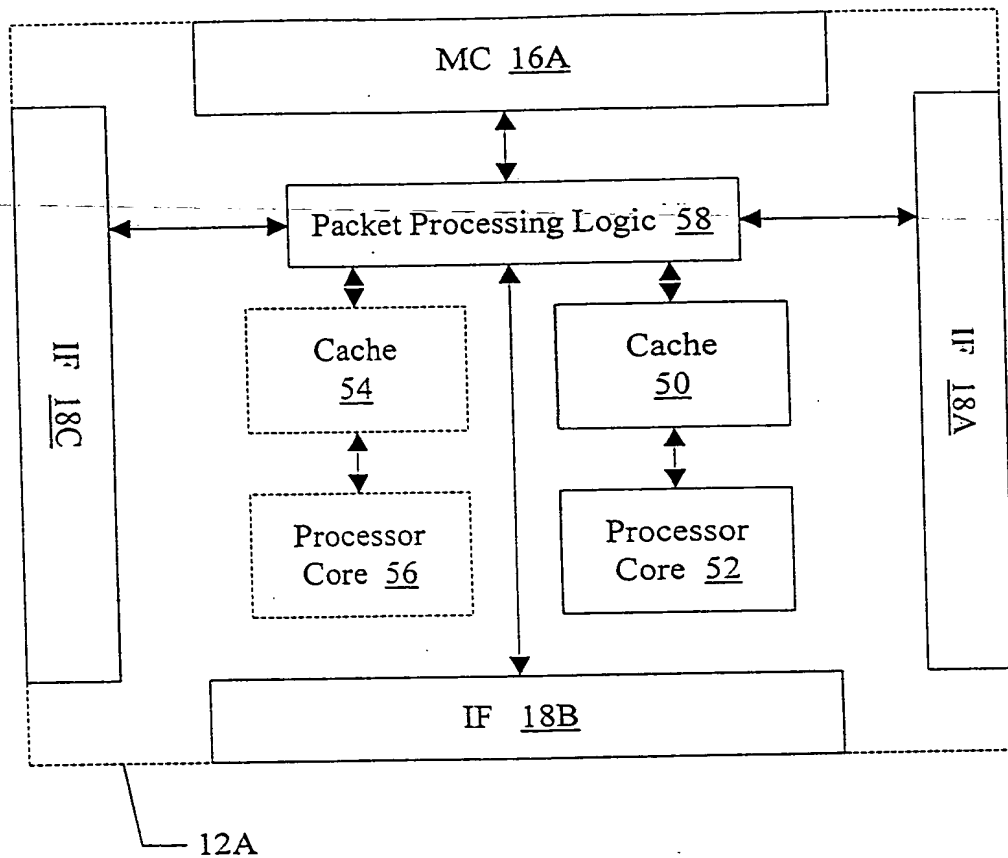


Fig. 10

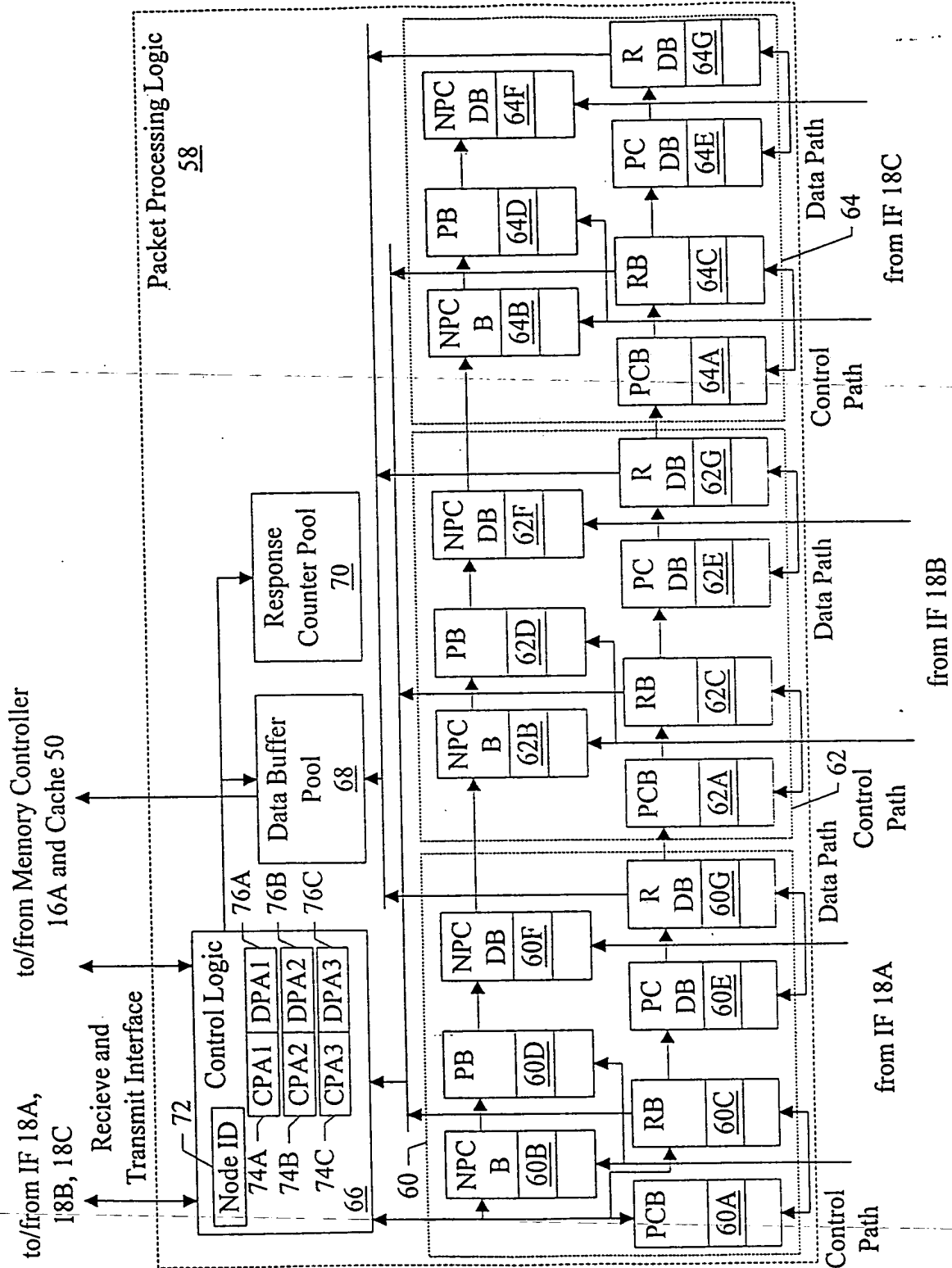


Fig. 11

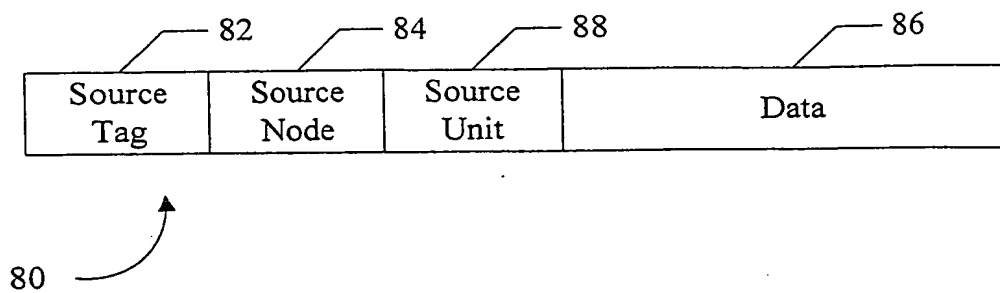


Fig. 12

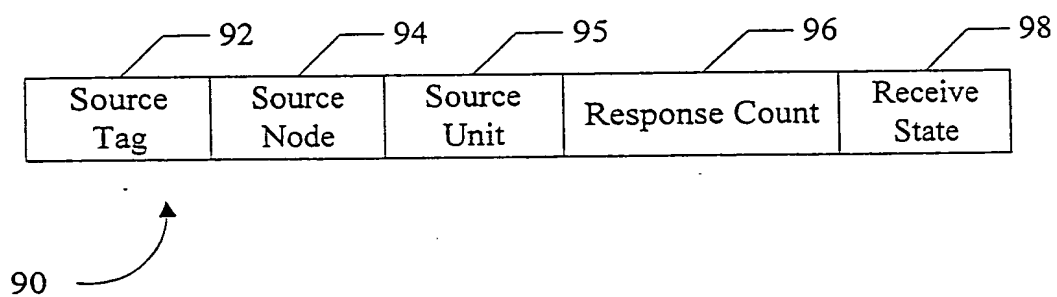
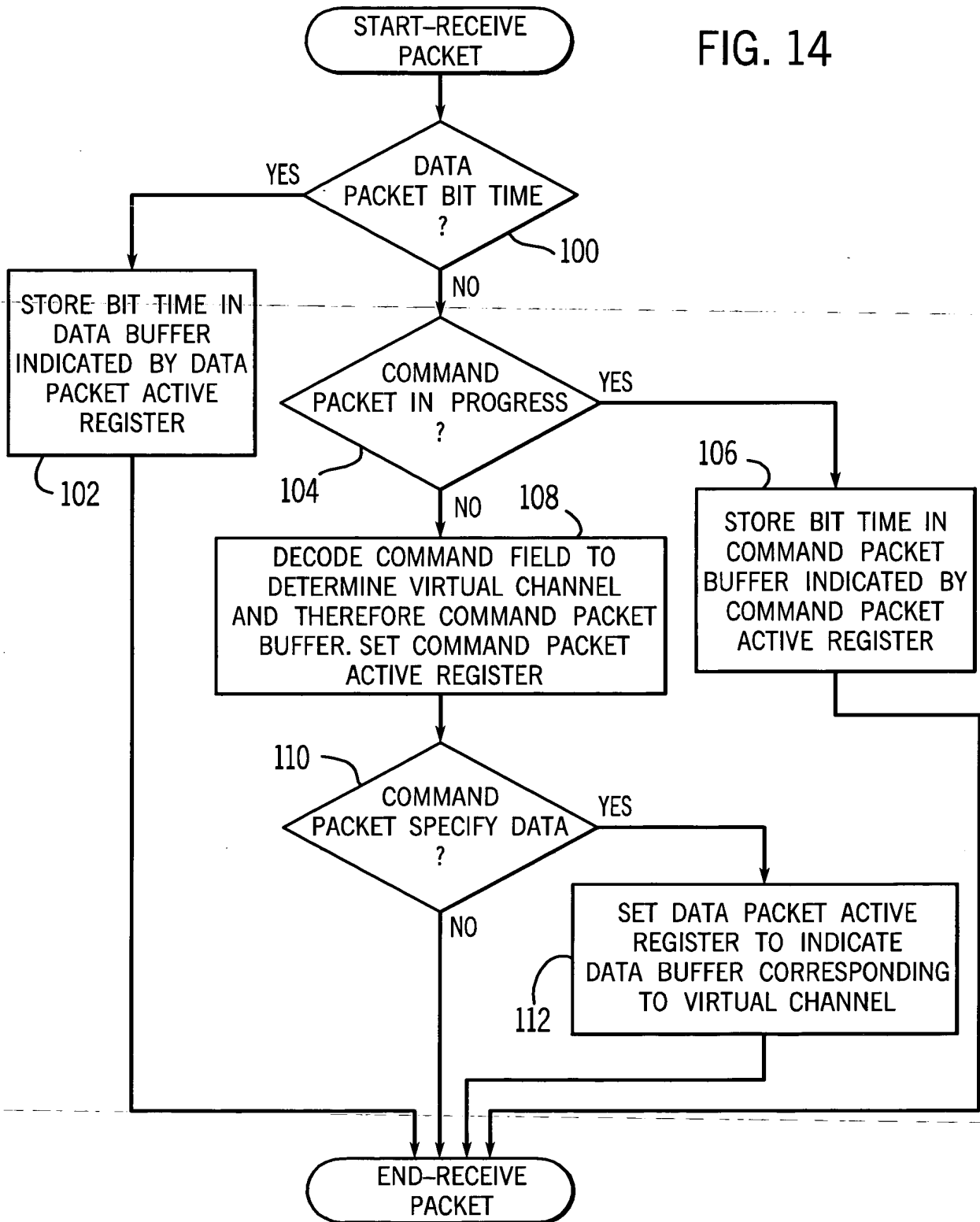


Fig. 13

FIG. 14



START-PROCESS
REQUEST PACKET

FIG. 15

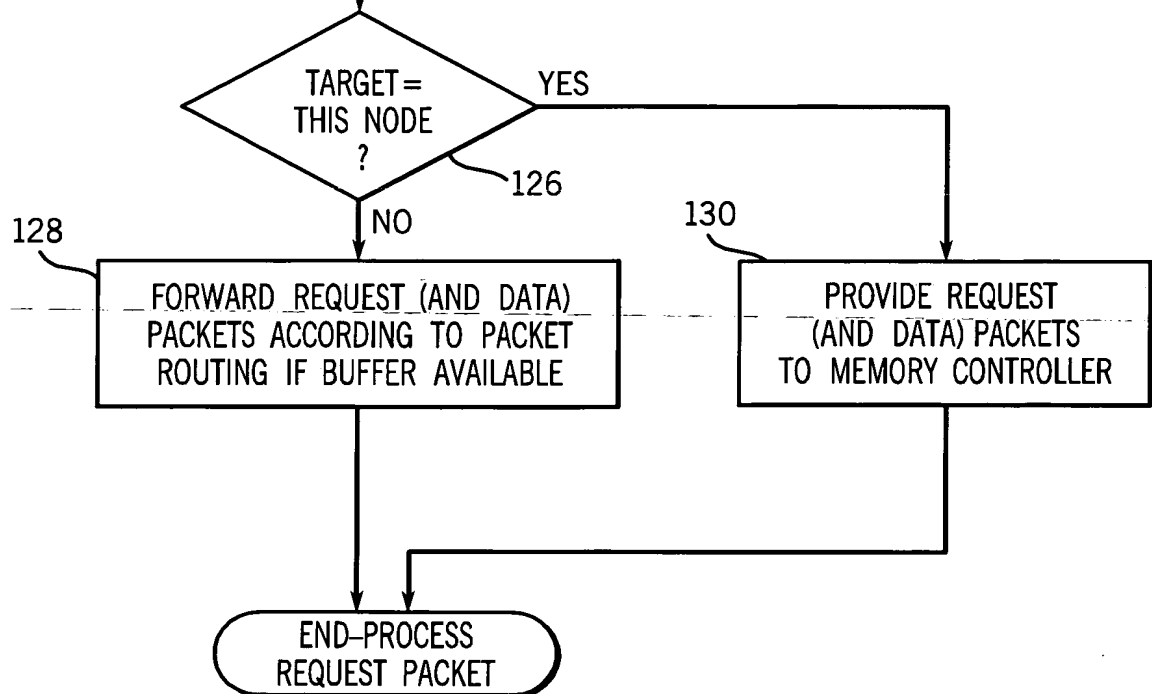
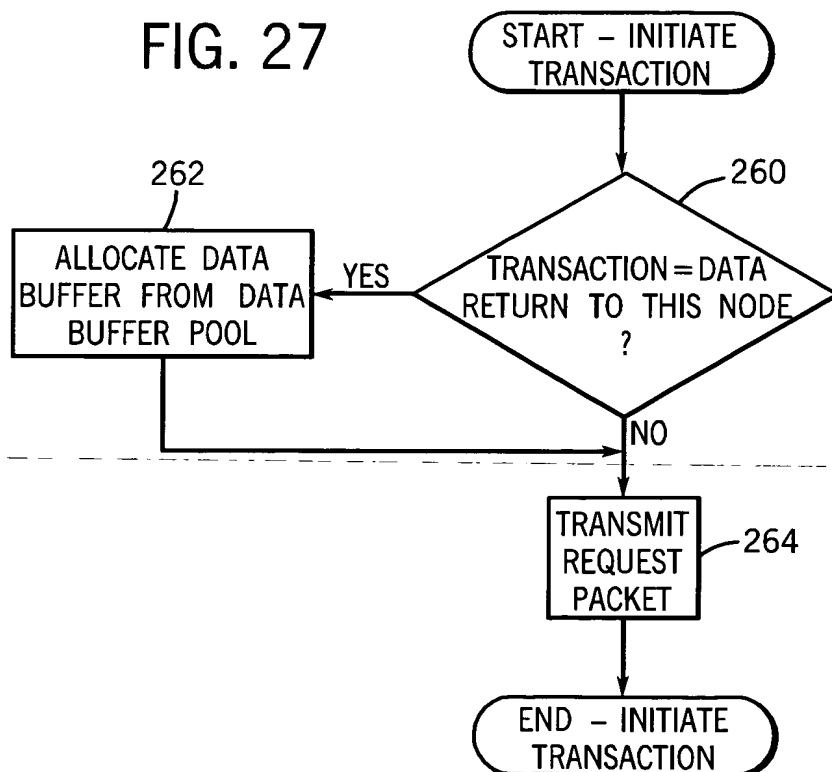


FIG. 27



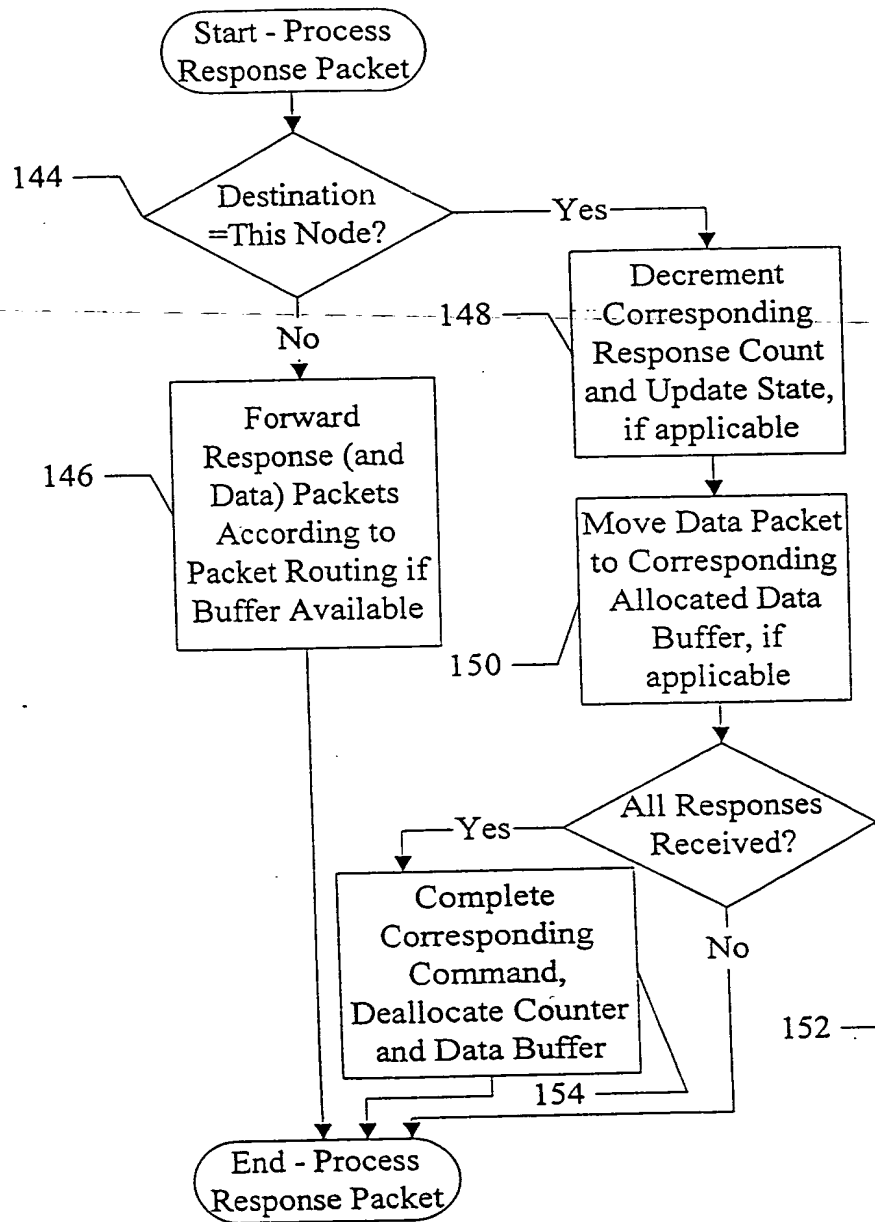


Fig. 16

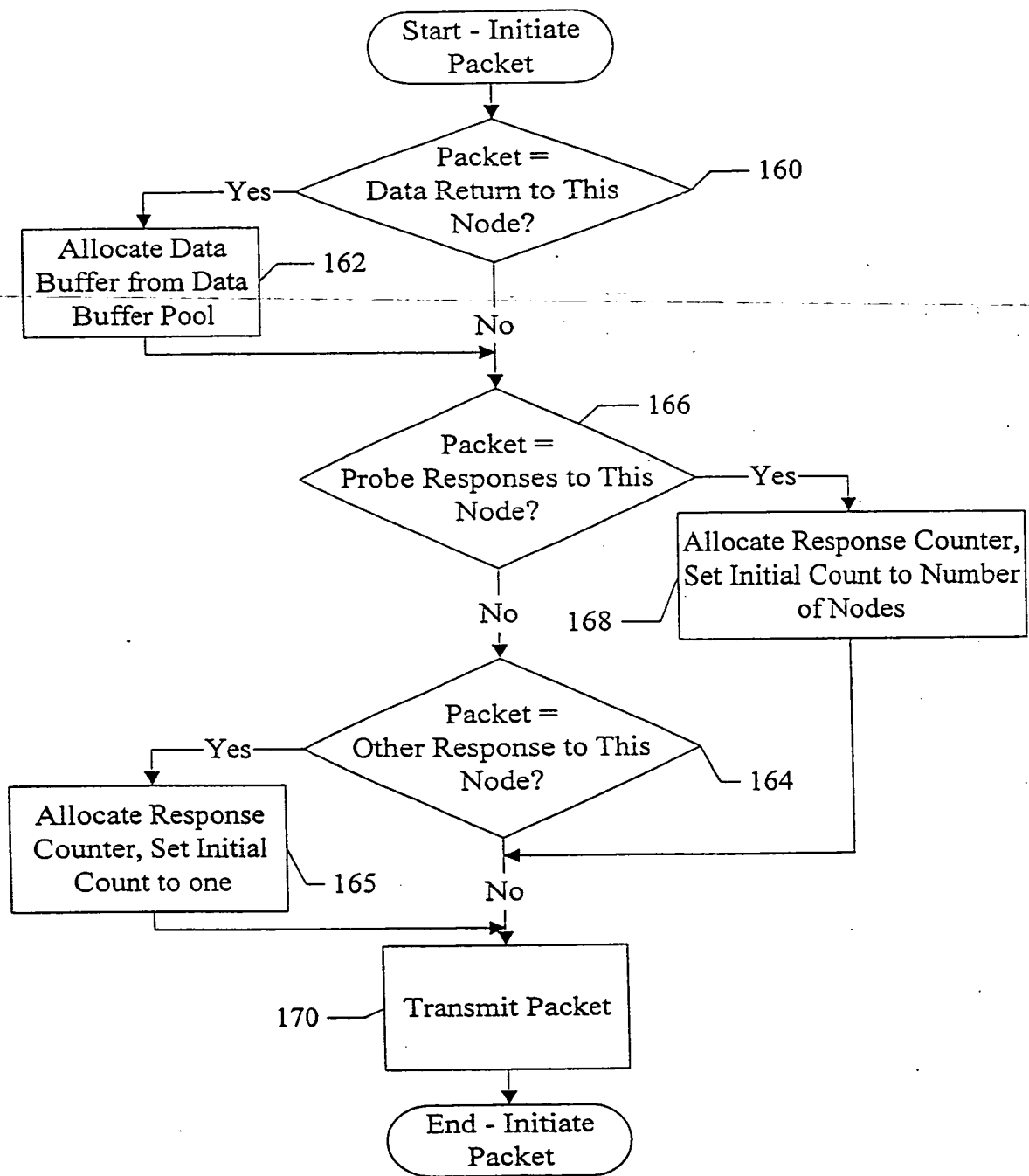


Fig. 17

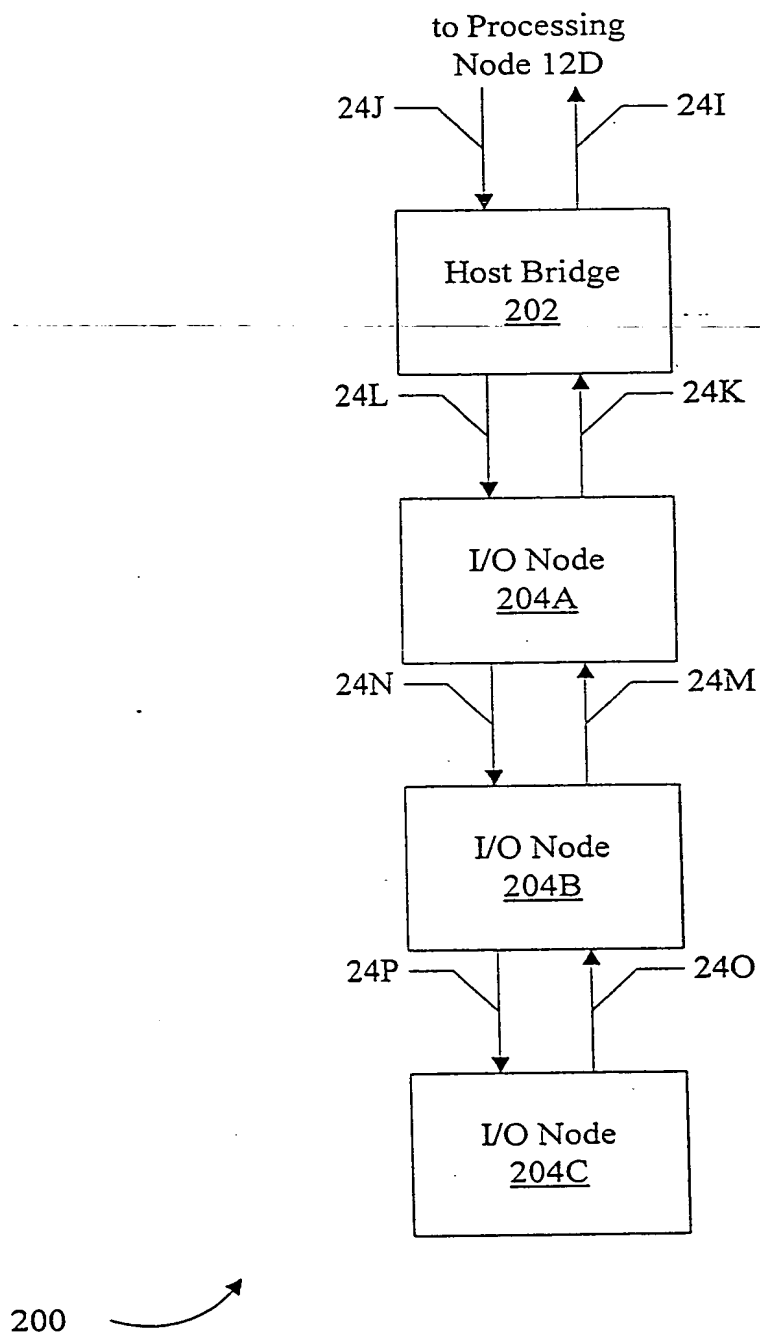


Fig. 19

<u>CMD Code</u>	<u>VChan</u>	<u>Command</u>	<u>Packet Type</u>
000000	–	Nop	Info
000001	–	Reserved	–
000010	NPC	Flush	Request
000011	–	Reserved	–
0001xx	–	Reserved	–
x01xxx	NPC or PC	Wr(Sized)	Request / Address / Data
01xxxx	NPC	Read(Sized)	Request / Address
100xxx	–	Reserved	–
110000	R	RdResponse	Response / Data
110001	–	Reserved	–
110010	–	Reserved	–
110011	R	TgtDone	Response
11010x	–	Reserved	–
11011x	–	Reserved	–
11100x	–	Reserved	–
11101x	PC or NPC	Broadcast	Request / Address
111100	PC	Fence	Request
111101	–	Reserved	–
111110	–	Reserved	–
111111	–	Sync	Info

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FIG. 20

Bit Time	7	6	5	4	3	2	1	0
0	SeqID[3:2]		CMD[5:0]					
1	Pass PW	SeqID[1:0]		UnitID[4:0]				
2				SrcTag[4:0]				
3	Addr[7:2]							
4	Addr[15:8]							
5	Addr[23:16]							
6	Addr[31:24]							
7	Addr[39:32]							

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FIG. 21

Bit Time	7	6	5	4	3	2	1	0
0			CMD[5:0]					
1	Pass PW			UnitID[4:0]				
2				SrcTag[4:0]				
3								

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FIG. 22

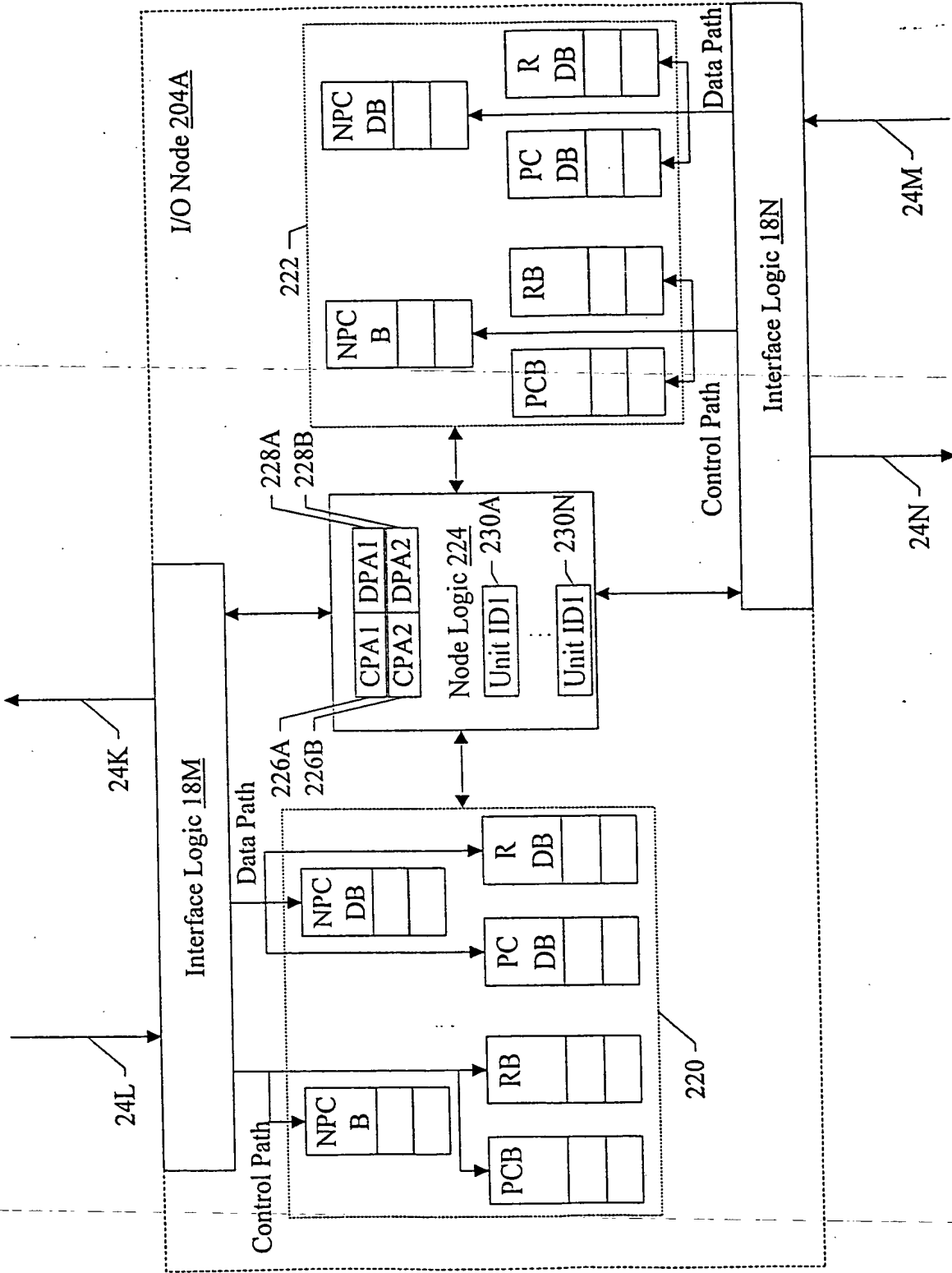


Fig. 23

FIG. 24

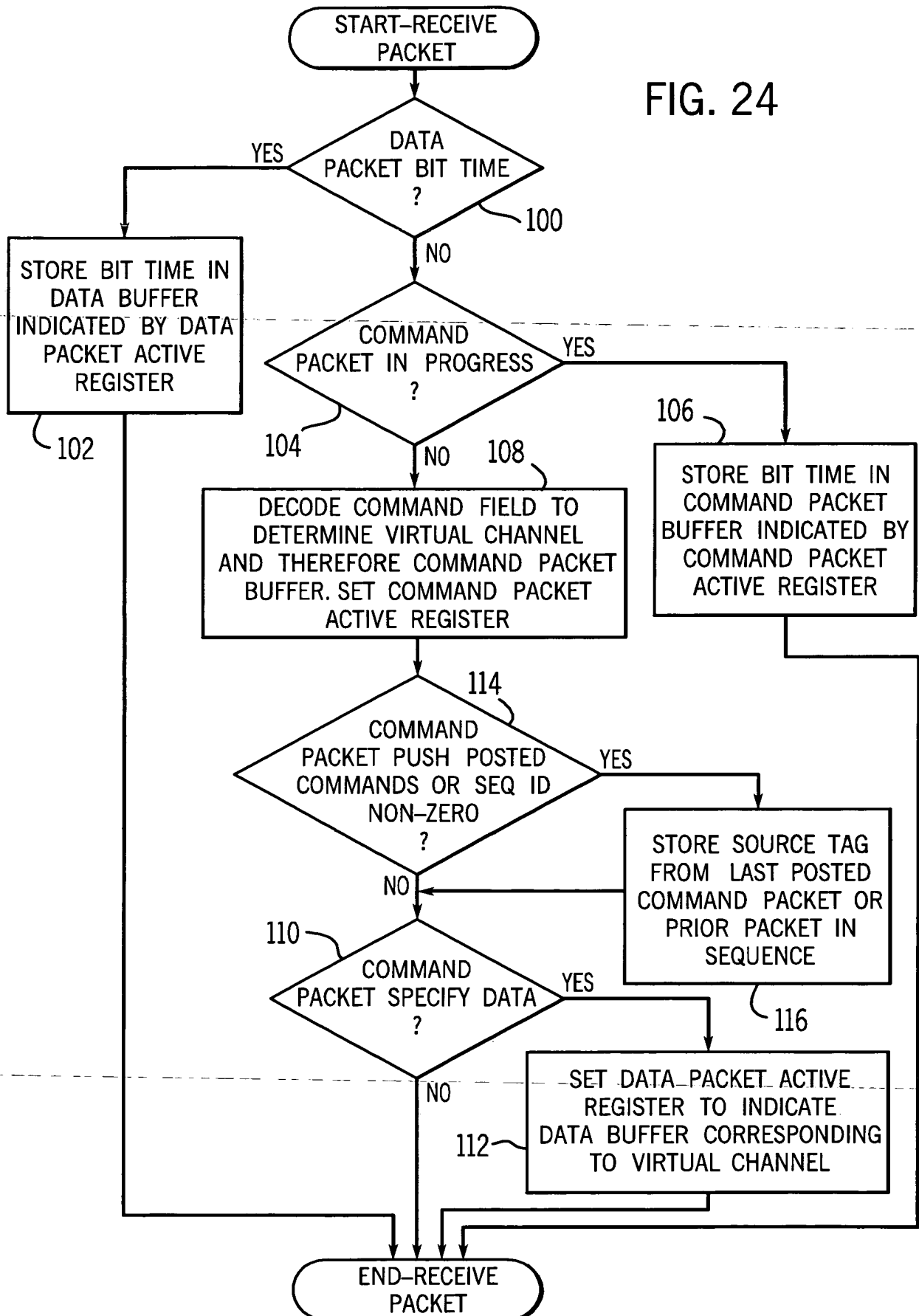


FIG. 25

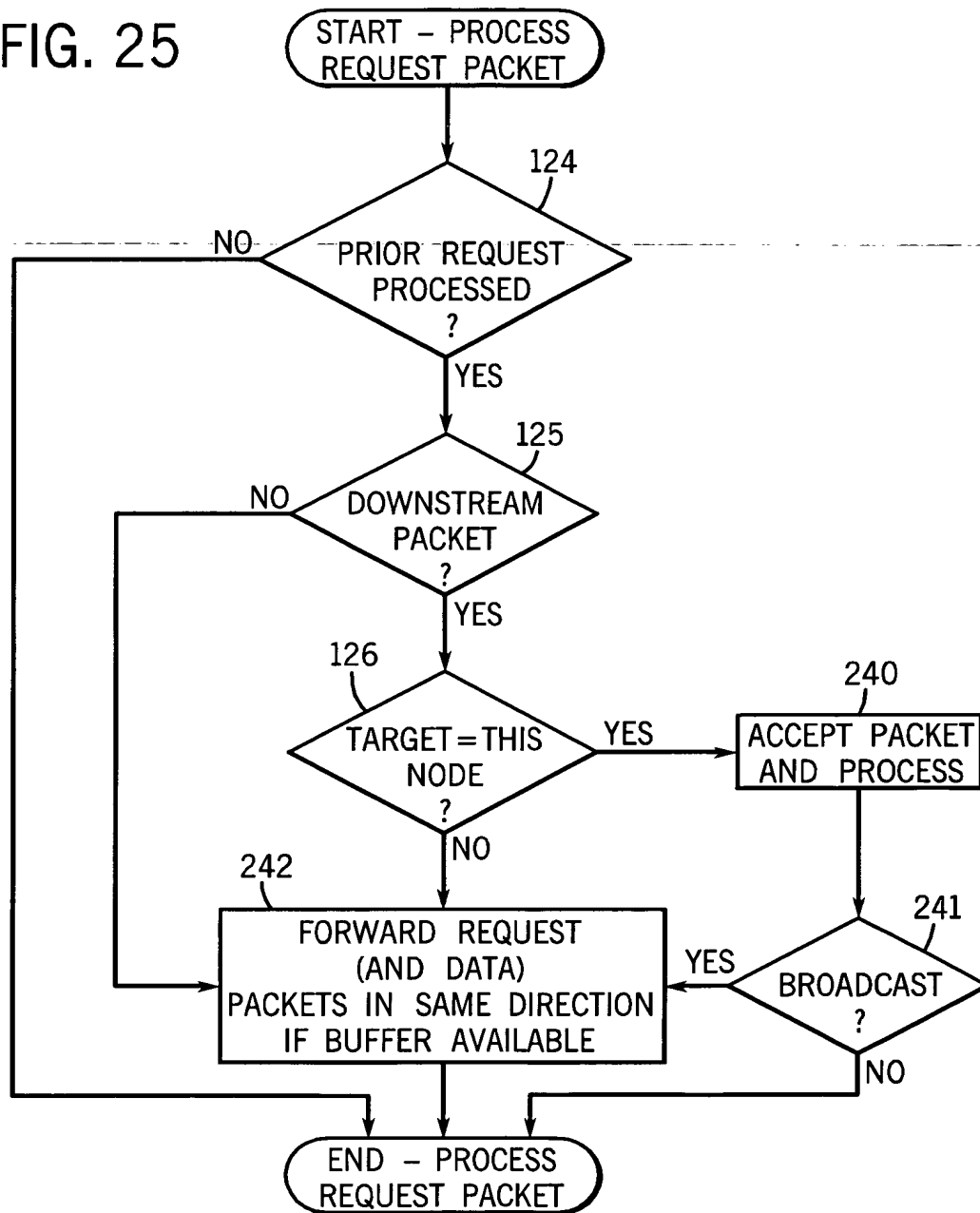


FIG. 26

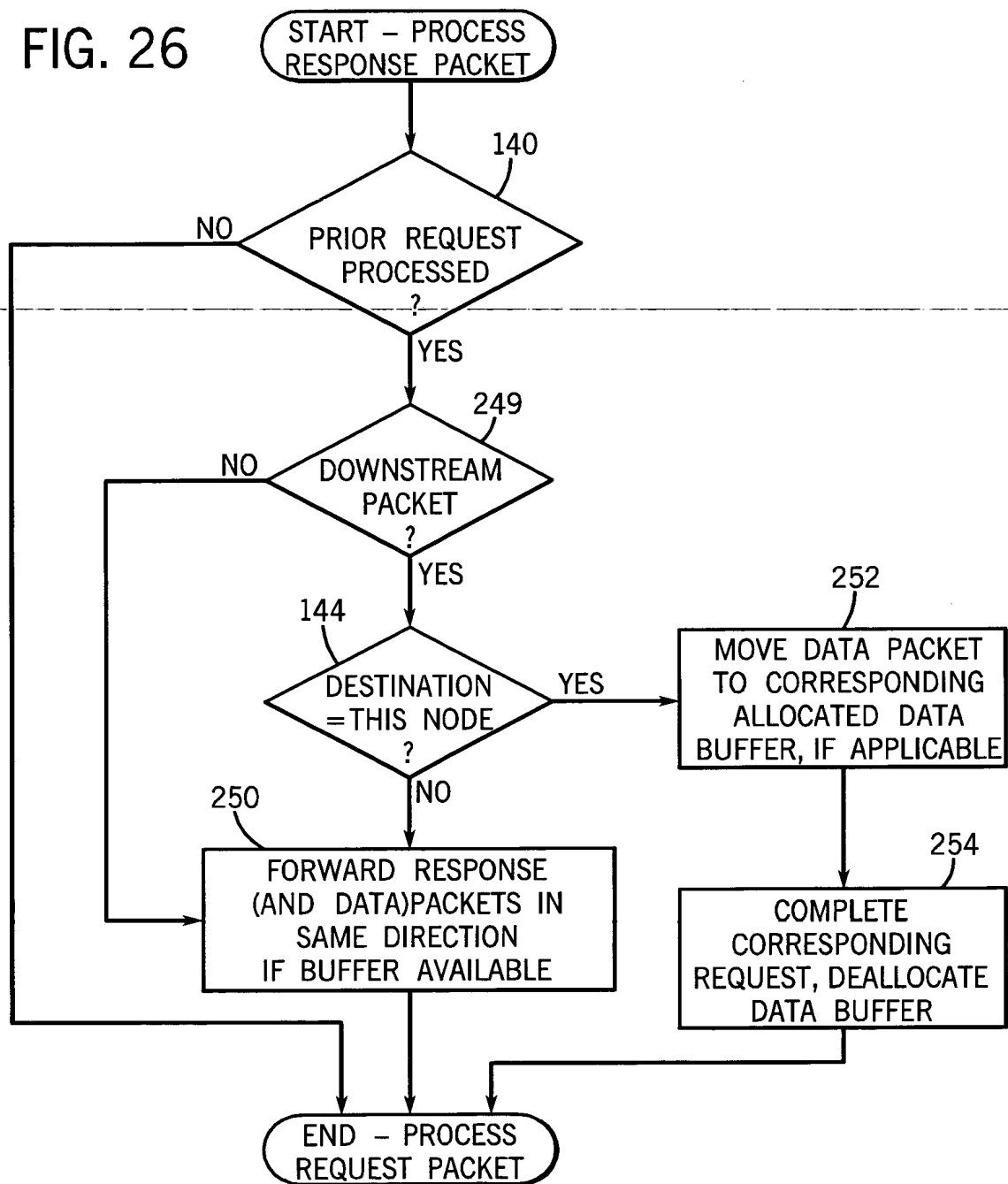


FIG. 28

Request 1 TYPE	Request 2 TYPE	WAIT REQUIREMENTS
272 MEMORY WRITE	MEMORY WRITE	1. Req2 MUST WAIT FOR TgtStart1. 2. SrcDone2 MUST WAIT FOR TgtDone1. 3. TgtDone2 ON THE NON-COHERENT LINK (IF REQUIRED) MUST WAIT FOR TgtDone1.
274 MEMORY WRITE	MEMORY READ	1. Req2 MUST WAIT FOR TgtStart1. 2. TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtDone1.
MEMORY READ	MEMORY REQUEST	Req2 MUST WAIT FOR TgtStart1.
MEMORY WRITE	I/O REQUEST OR INTERRUPT	Req2 MUST WAIT FOR TgtStart1.
MEMORY READ	I/O REQUEST	Req2 MUST WAIT FOR TgtStart1.
MEMORY WRITE	FLUSH	TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtDone1. (FLUSH DOES NOT CAUSE ANY REQUESTS TO BE ISSUED TO THE COHERENT FABRIC.)
MEMORY READ	FLUSH OR INTERRUPT	NO WAIT REQUIREMENTS
MEMORY WRITE	RESPONSE	Response2 MUST WAIT FOR TgtDone1.
MEMORY READ	RESPONSE	Response2 MUST WAIT FOR TgtStart1.
I/O REQUEST	MEMORY REQUEST	Req2 MUST WAIT FOR TgtStart1.
I/O REQUEST	I/O REQUEST OR INTERRUPT	Req2 MUST WAIT FOR TgtStart1.
I/O REQUEST	FLUSH	TgtDone2 ON THE NON-COHERENT LINK MUST WAIT FOR TgtStart1. (FLUSH DOES NOT CAUSE ANY REQUESTS TO BE ISSUED TO THE COHERENT FABRIC.)
I/O REQUEST	RESPONSE	Response2 MUST WAIT FOR TgtStart1.
FLUSH	ANYTHING	NO WAIT REQUIREMENTS
RESPONSE	ANYTHING	NO WAIT REQUIREMENTS
FIXED /NON VECTORED INTERRUPT	RESPONSE	Response2 MUST WAIT FOR ALL BROADCAST MESSAGE RESPONSES TO BE RECEIVED.
FIXED /NON VECTORED INTERRUPT	ANYTHING BUT RESPONSE	NO WAIT REQUIREMENTS
LPA INTERRUPT	ANYTHING	NO WAIT REQUIREMENTS
SysMgt	ANYTHING	NO WAIT REQUIREMENTS
FENCE	POSTED REQUEST	Req2 MUST WAIT FOR FENCE TO BE RETIRED.
FENCE	ANYTHING NONPOSTED	NO WAIT REQUIREMENTS
POSTED MEMORY WRITE	FENCE	Req2 MAY BE RETIRED WHEN TgtDone1.
270 POSTED I/O WRITE	FENCE	Req2 MAY BE RETIRED WHEN TgtStart1.
ANYTHING NONPOSTED	FENCE	NO WAIT REQUIREMENTS